Arcade USA

PHOENIX

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-53446

1 - 2 Players • Memory Card (8MB) (for PlayStation®2): 135KB minimum • Analog Control Compatible: analog sticks only

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Getting Started

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach a controller into controller port 1 and other accessories as appropriate and insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open.
4. Place the Arcade USA disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on.

Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Memory card (8MB) (for PlayStation®2)

Arcade USA supports memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 on the console. To save game settings and progression insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. Arcade USA will prompt you to save your game progression at certain points. Insertion or removal of the memory card (8MB) (for PlayStation®2) after switching the console on may cause data to be overwritten or lost.

NOTE: Arcade USA also supports manual load of game data from the Main Menu, and after performing a manual save / load the game will again AutoSave your progression at the relevant points.

Arcade USA can be played by up to 2 players using two controllers.

Game Controls

NOTE: In this manual, ⬅, ➡, ⬆, and ⬇ are used to denote the direction of the directional buttons and the left analog stick.

NOTE: The analog controller (DUALSHOCK®2) must be connected to controller port 1.

Introduction

Arcade USA is the place to be for fun games, with timeless appeal.

Once you arrive at Arcade USA you'll be given a choice of event you want to play first - but whatever you choose, don't forget you can return and choose again at any time.

The aim is to become Champ - either at 10 Pin Bowling, Air Hockey - or if you're feeling confident - why not try and become Champion of both?

The AI (artificial intelligence) opponents will try and beat you all the way - but if you persevere, practice and improve - they can be beaten!

To top everything, you can also play against a human opponent - and then there can be no arguments about who is the best!

Rankings

When the player first starts to play either event they will be given the ranking of Beginner. The complete list of rankings is:

- "Beginner"
- "Novice" (awarded when the first opponent has been beaten)
- "Advanced" (awarded when the second opponent has been beaten)
- "Pro" (awarded when the third opponent has been beaten)
- "Master" (awarded when the fourth opponent has been beaten)
- "Champ" (awarded when the fifth opponent has been beaten)

Main Menu

Press ⬆ or ⬇ directional buttons to select one of the items, and press the ⊗ button to confirm

Instructions appear at the bottom of every menu screen.

Playing 10 Pin Bowling

10 Pin Bowling is an all time arcade classic. Although the rules are simple, player's can spend a lifetime perfecting their performance. Even though there are just 3 ingredients; aim, power and spin - the player can easily get things very wrong. Bowling is truly a game of skill.

Starting your first match as a 'Beginner' you must attempt to beat all the opponents to become Arcade USA's 10 Pin Bowling 'Champ'.

Rules of 10 Pin Bowling

The rules of 10 Pin Bowling are very simple:

Each match will be contested over a single game, consisting of 10 frames. The player that wins the most points wins the match.

There are ten pins (hence the name) laid out at the end of the bowling lane. A point is awarded for each of the pins that is knocked over with the ball.

A game of American tenpins consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or spare is scored. Every frame must be completed by each player bowling in regular order.

10 Pin Bowling - Scoring

Except when a strike is scored, the number of pins knocked down by the player's first delivery is to be marked next to the small square in the upper right-hand corner of that frame, and the number of pins knocked down by the player's second delivery is to be marked inside the small square. If none of the standing pins are knocked down by the second delivery in a frame, the score sheet shall be marked with a (-). The count for the two deliveries in the frame shall be recorded immediately.

Strike

A strike is made when the full setup of 10 pins is knocked down with the first delivery in a frame. It is marked by an (x) in the small square in the upper right-hand corner of the frame where it was made. The count for one strike is 10 plus the number of pins knocked down on the player's next two deliveries.

Double

Two consecutive strikes is a double. The count for the first strike is 20 plus the sum of pins knocked down with the first delivery following the second strike.

Turkey

Three successive strikes is a triple or turkey. The count for the first strike is 30. To bowl the maximum score of 300, the player must bowl 12 strikes in succession.

Spare

A spare is scored when pins left standing after the first delivery are knocked down with the second delivery in that frame. It is marked by a (/) in the small square in the upper right-hand corner of the frame. The count for a spare is

10 plus the number of pins knocked down by the player's next delivery.

Open
An open is recorded when a player fails to knock down all ten pins after two deliveries in a frame.

10 Pin Bowling Controls
The control system for 10-Pin Bowling is based around a four part delivery:

Positioning
The player can position themselves laterally across the foul line. This allows the player to adjust the angle at which they can deliver the ball.

The player can use ⬅ or ➡ directional buttons, or the left analog stick to control positioning.

Aim
A direction indicator will sweep in front of the ball, using the ball as a pivot point with coverage of about 50°.

The speed of the sweep will increase as the player advances through the game, and the direction indicator will shrink in length.

The player can use the ⊗ button to stop the direction indicator at the required position.

Power
The speed of the delivery is affected by the power that is applied to it. Slower deliveries are more susceptible to the affects of spin, but more powerful deliveries can sometimes knock more pins over.

The speed will be determined by the player stopping a moving power indicator. The indicator moves left to right in a loop until the player requests it to stop. The indicator will stop immediately.

The player can use the ⊗ button to stop the power indicator at the required position.

Spin
Spin can be used to try and knock over awkwardly positioned pins, or as a means of remedying poorly chosen position and aim.

There will be a window of opportunity to add spin as the delivery commences. This window will close within moments of the ball making first con-

tact with the bowling alley.

The L1 R1 buttons will be used to add spin: holding the L1 button will cause the ball to veer to the right, and vice versa.

Scorecard

The scorecard in bowling is big, and can take up a lot of the screen.

The player can press ◉ to toggle the full scorecards on and off. The cards for both players will be shown. They remain visible until ◉ is pressed again, regardless of who presses it.

Pause

If a player presses the START button the game will be paused and the pause menu displayed.

Playing Air Hockey

Air Hockey is an arcade favourite. Its frantic pace and almost-other-worldly physics have kept players entertained for decades.

Starting your first match as a 'Beginner' you must attempt to beat all the opponents to become Arcade USA's Air Hockey 'Champ'.

Rules of Air Hockey

The rules of Air Hockey are very simple.

The aim is to score a goal by hitting the puck into the opponent's goal. The first player to score 7 goals wins that game, and each match is competed on a 'best-out-of-three' games (first to 2) basis.

Foul

If the puck remains in a player's half of the table for 7 seconds a foul will be committed, and a point and the next serve will be awarded to the opponent.

Handicaps

In 2-player mode only, the players' choice of character will affect their handicap. The handicap will reduce the amount of time the puck is allowed to stay in that players half before a foul is committed. The easiest will still be allowed the full 7 seconds but a second will be knocked each progressively more difficult setting. The hardest setting will allow only 3 seconds before a foul is declared.

Air Hockey Controls

Move Puck
When the player is awarded the serve, they are able to move the puck to anywhere within their half of the table. The left analog stick is used to do this.

Drop Puck
When the player is awarded the serve, they are able to move the puck to anywhere within their half of the table. When the puck is in the position that they want to serve from they press ⊗ to 'drop' the puck so that they can serve.

Move Mallet
To strike the puck, the player must move the mallet so that it collides with it. This is done using the left analog stick.

Turbo Mallet
The mallet can be moved around at even quicker speeds by holding ⊗ at the same time as moving the mallet.

Pause
If a player presses the START button the game will be paused and the pause menu displayed.

Acknowledgements

Open Dynamics Engine
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